IPhysicsProcessor

+ ~IPhysicsProcessor()
+ generateFrame()
+ spawnVoxel()
+ countVoxels()
+ spawnVoxelInArea()

PhysicsProcessor

- context
- engine
- config
- device
- allocatedGPUMemory
- queue
- pbo_mem
- pbo_buff
- engineResources
- eConfig
and 21 more...

+ allocateHostMemory()
+ structuresAsString()
+ kernelCodeAsString()
+ constructorMain()
+ configureMainKernel()
+ PhysicsProcessor()
+ ~PhysicsProcessor()
+ generateFrame()
+ spawnVoxel()
+ countVoxels()
and 6 more...
- PhysicsProcessor()